

FIG. 1

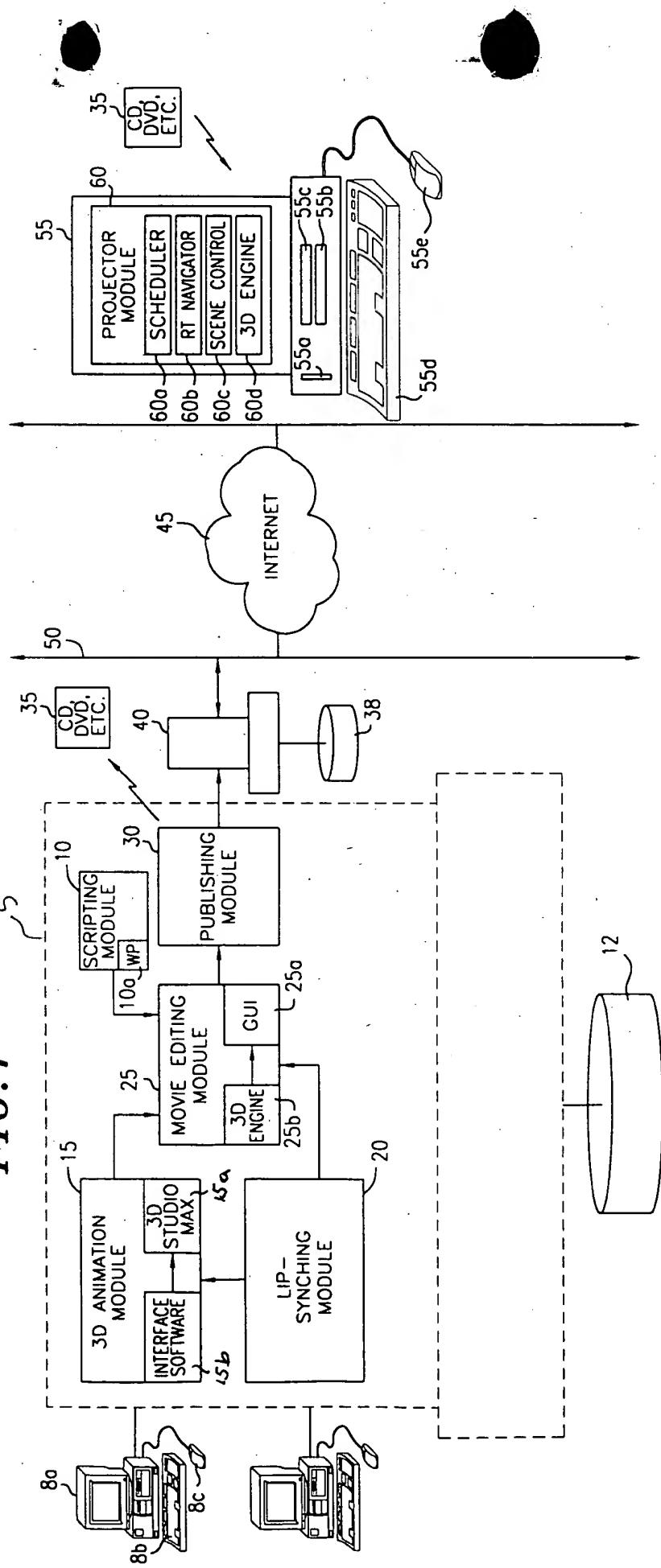
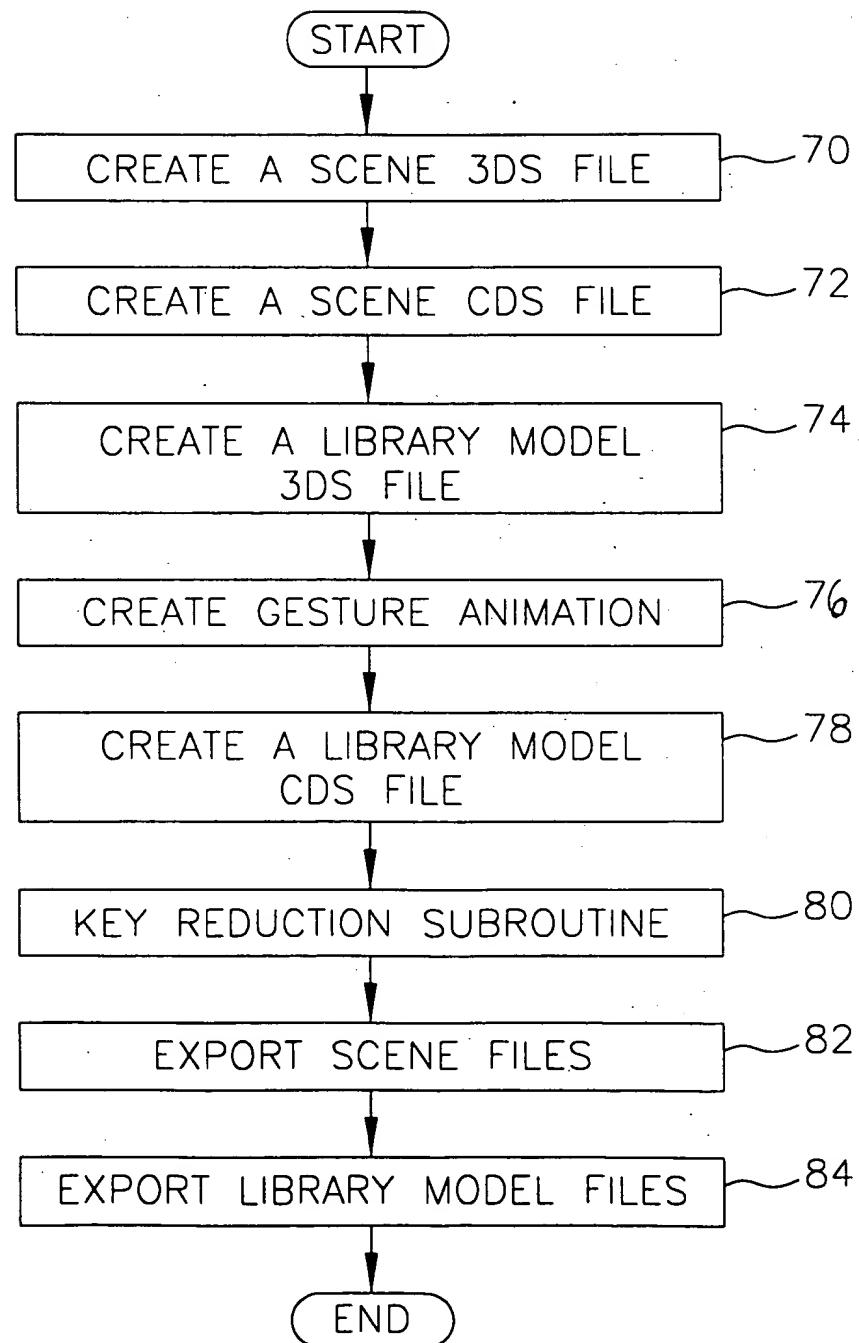


FIG.2



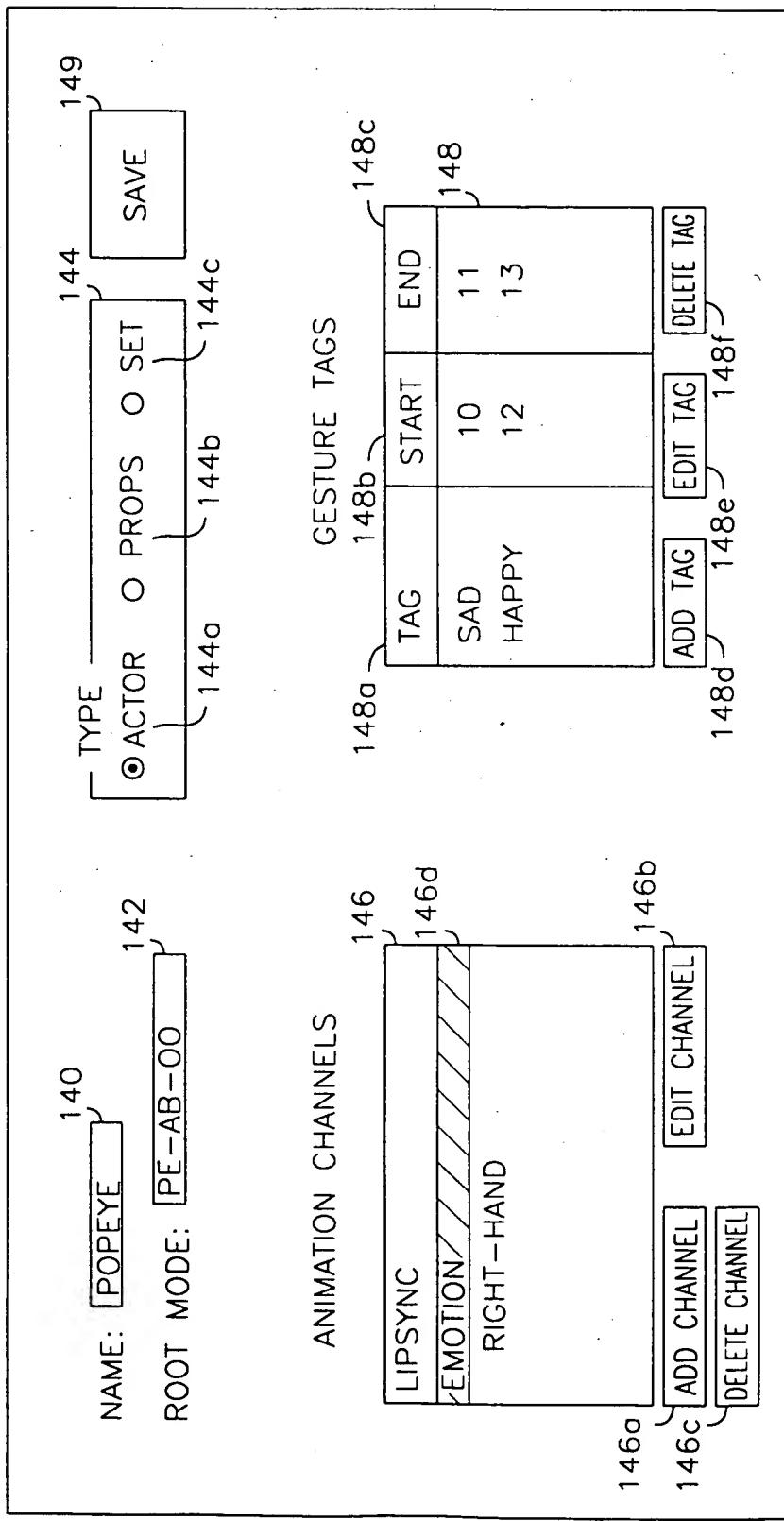
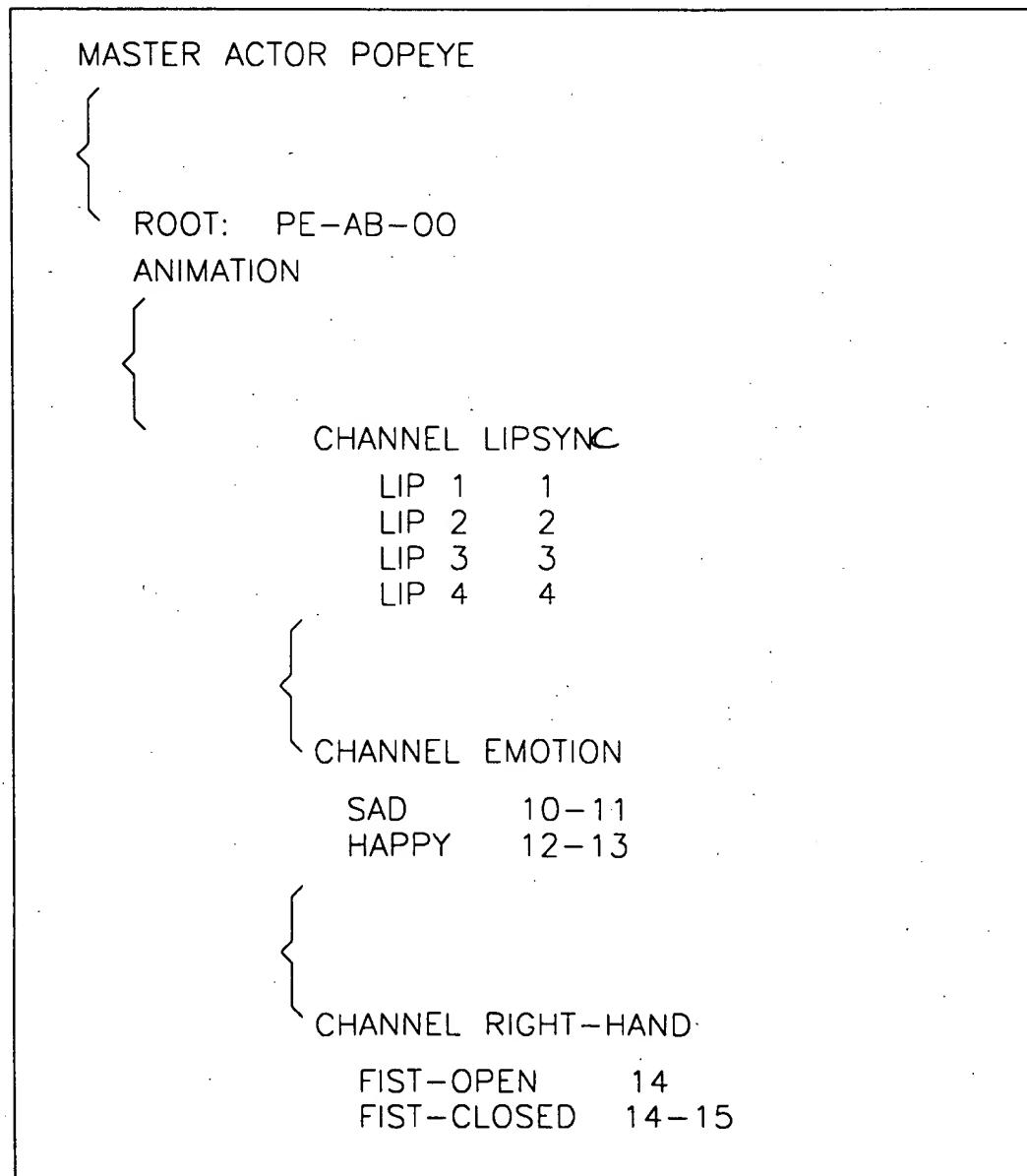


FIG. 3A

FIG.3B



152

EXPORT TO: <input type="text" value=".53a"/> <input type="button" value="▼"/>		150
152a		152b
FILES TO EXPORT	EXPORTED STATUS	
101.3DS	SUSSESSFUL	
101.CDS	SUCCESSFUL	
POPEYE.3DS	SUCCESSFUL	
POPEYE.CDS	SUCCESSFUL	

154

156

158

FIG. 4

SUPERMAN ~ 205
L MODELS ~ 206
L ACTORS ~ 208
L SUPERMAN ~ 210a
L SUPER.S3D ~ 211c
L SUPER.3DS ~ 211a
L SUPER.CDS ~ 211b
L IMAGE
L LOIS ~ 210b
L LOIS.S3D
L LOIS.3DS
L LOIS.CDS
L IMAGE
L SCENES ~ 209
L SCENE 101 ~ 212a
L 101-1a.S3D ~ 213c
L 101-1a.3DS ~ 213a
L 101-1a.CDS ~ 213b
L 101-1b.S3D
L 101-1b.3DS
L 101-1b.CDS
L 101.MES ~ 214
L 101.PLS ~ 215
L SCENE 102 ~ 212b
L SOUND ~ 207

FIG.5

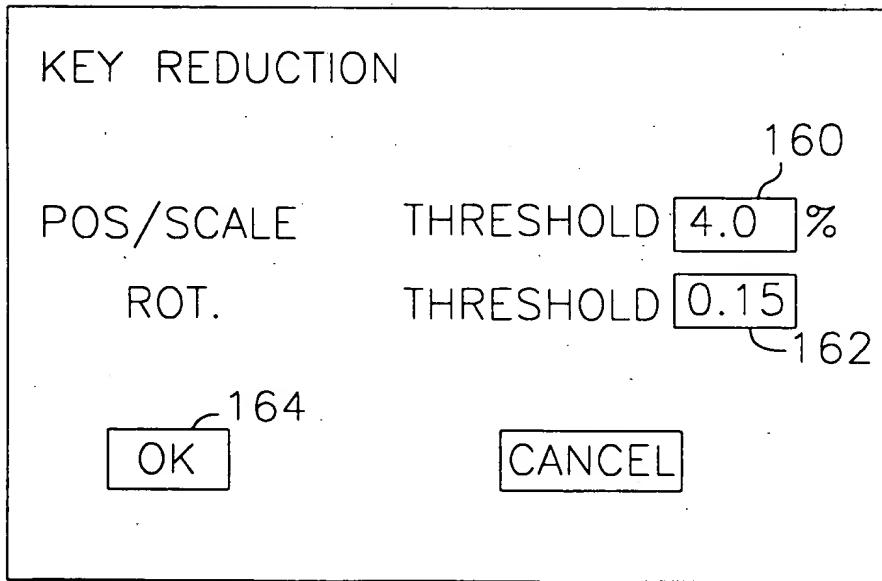


FIG. 6

Fig. 7

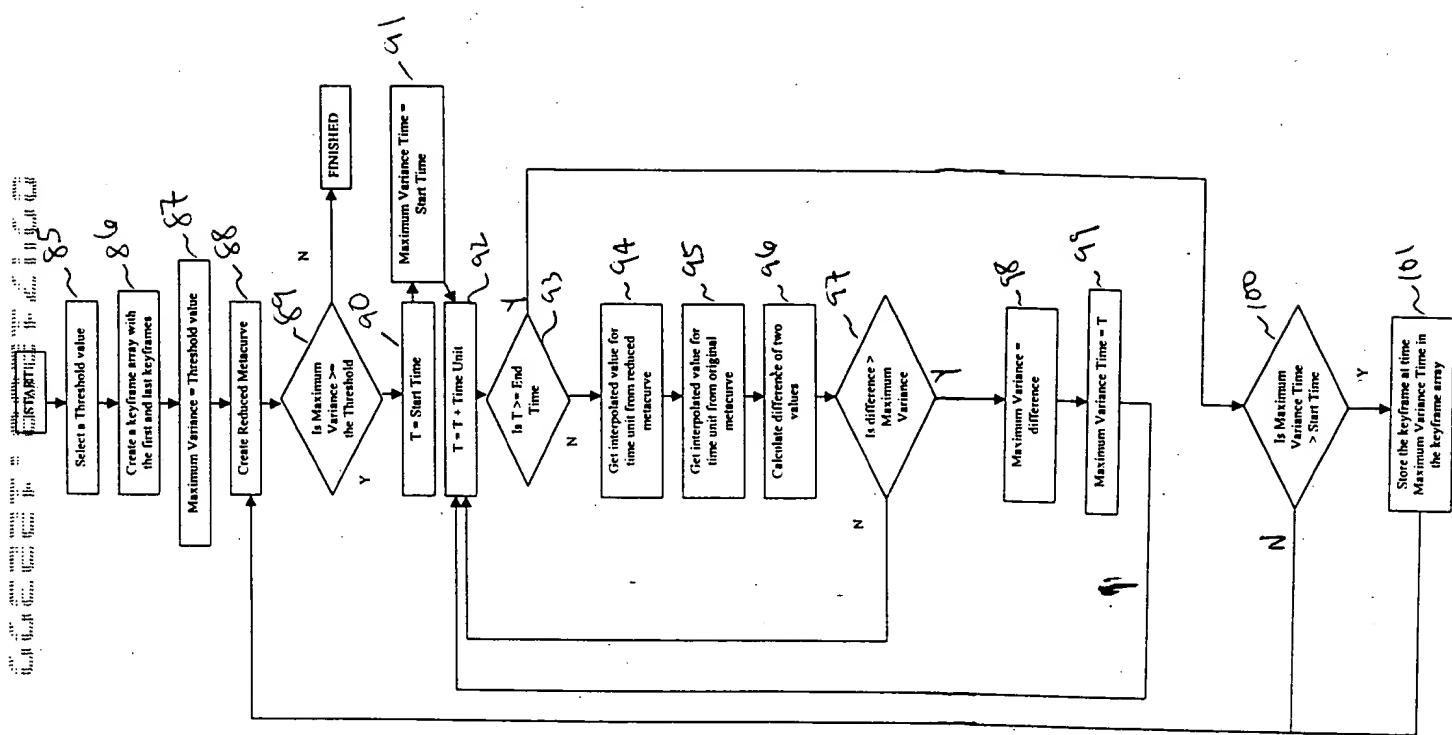
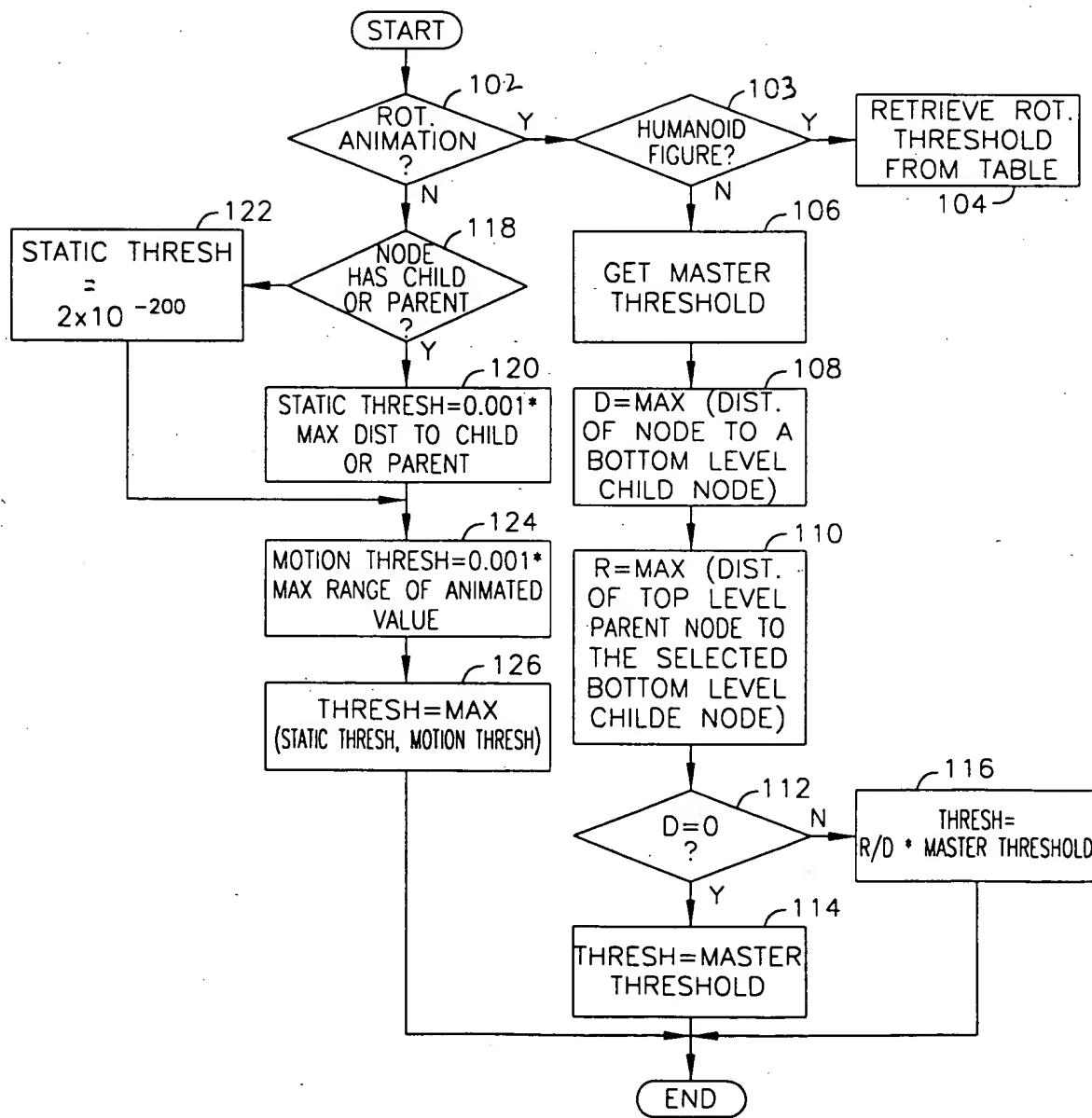


FIG. 8



130a

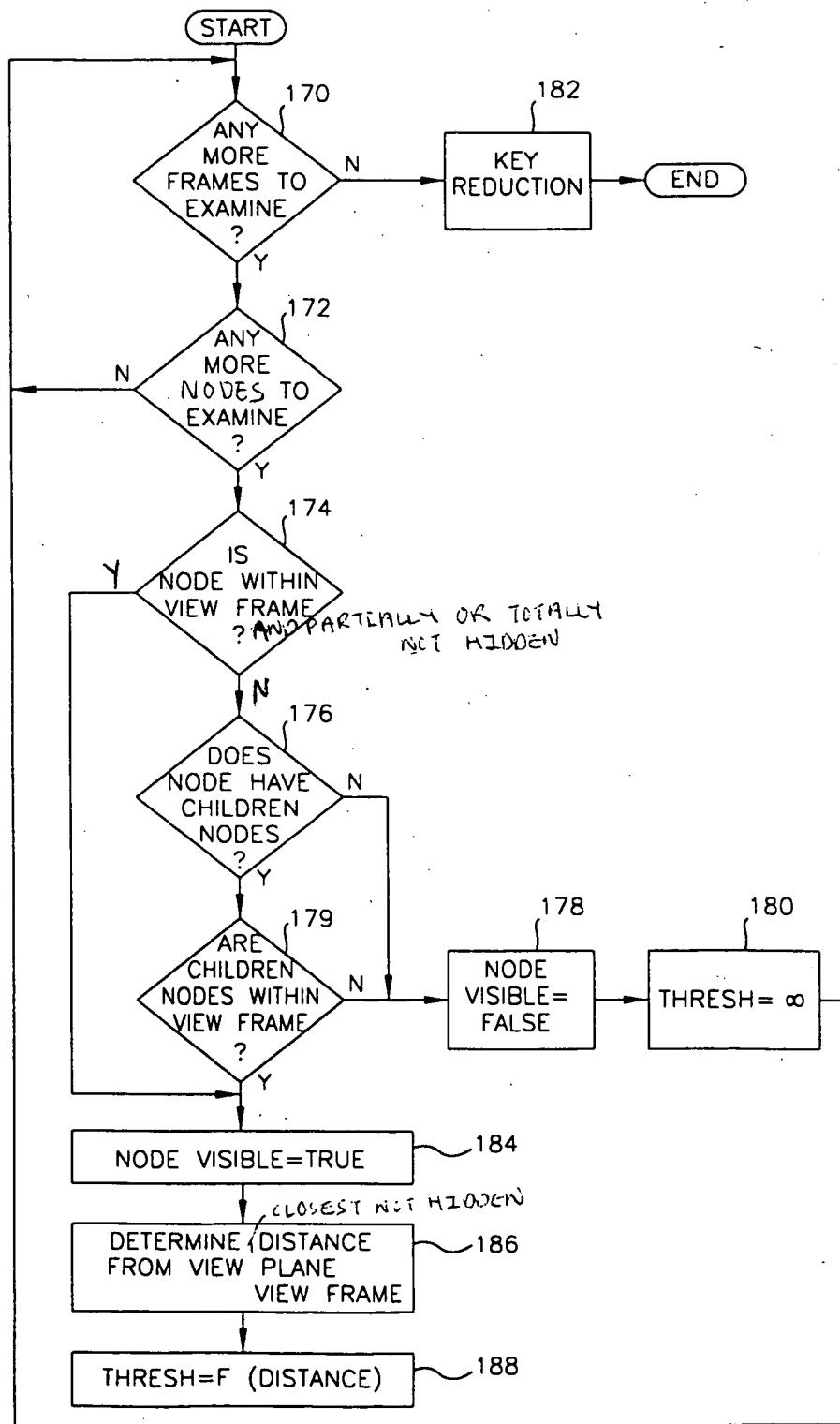
130b

130

NODE NAME	THRESHOLD (DEGREES)
HEAD	1.0
TRUNK	0.9
THIGH	0.5
CALF	0.1
•	
•	
•	
•	

FIG. 9

FIG. 10



FRAME	TIME	WIDE WAVE		THRESHOLD VALUE	
		ROT.	POS./SCALE	ROT.	POS./SCALE
1	0.04	SUPER-HEAD	0.9	0.5	
1	0.04	SUPER-TRUNK	0.8	0.5	
2	0.08	LOIS-HEAD	0.9	0.6	
2	0.08	LOIS-HEAD	∞	∞	
2	0.08	LOIS-LEG-LEFT	∞	∞	
		LOISE-LEG-RIGHT			

FIG. 11

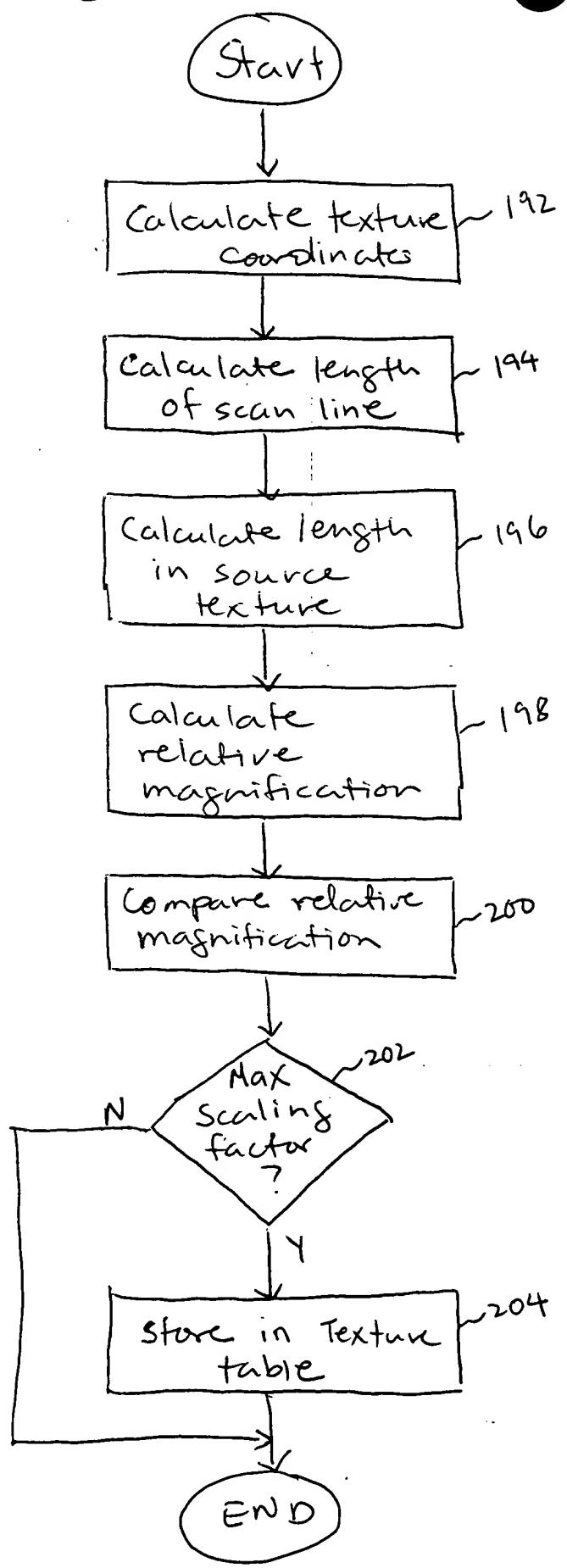
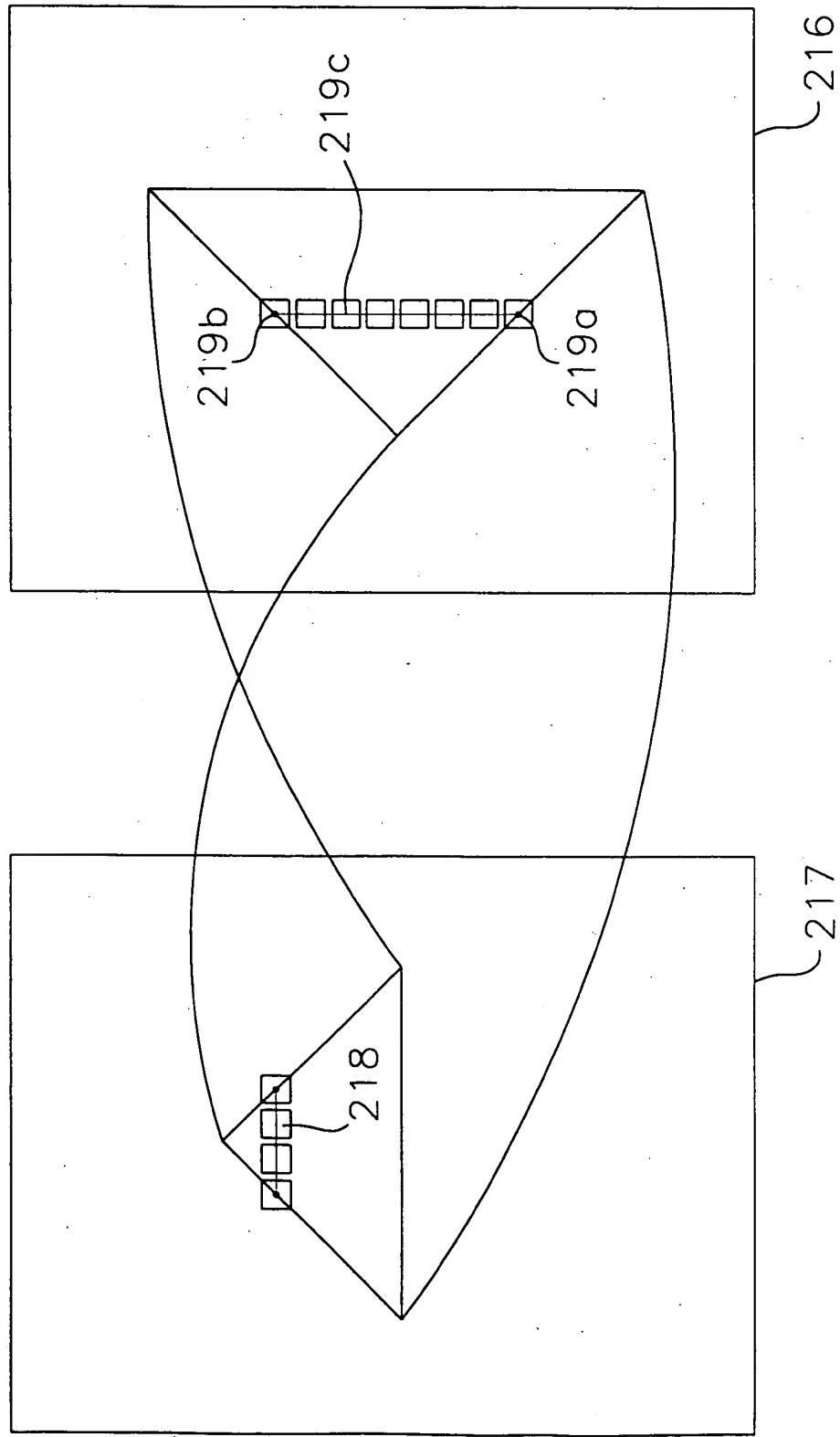


Fig. 12

FIG. 13



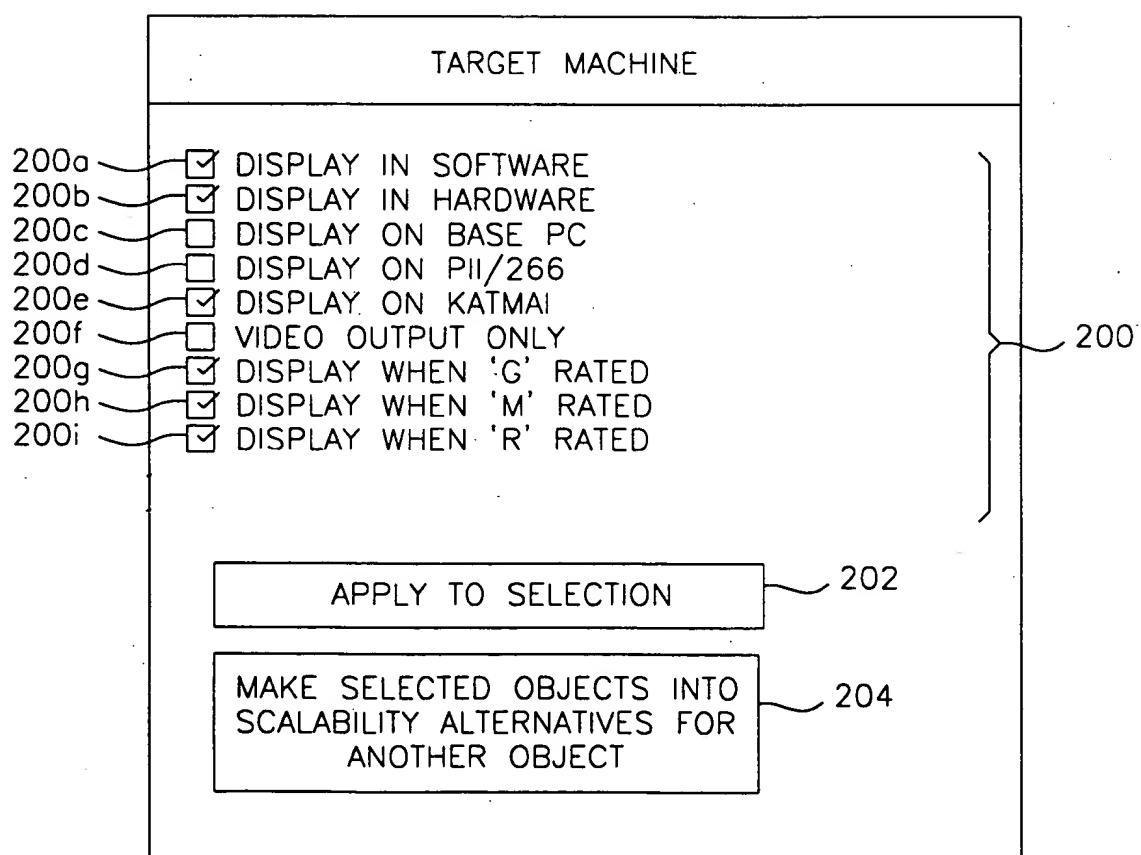


FIG. 14

TYPE OF BUILD

- CD ~ 220
- INTERNET ~ 221

BUILD DIRECTORY

BUILD/SUPER ▼ 222

SCALABILITY FACTORS

- SOFTWARE
- HARDWARE
- BASE PC ~ 214b
- PII/266
- KATMAI
- VIDEO ~ 214a
- 'G' RATED
- 'M' RATED
- 'R' RATED

223

SOUND TRACKS

- ENGLISH
- JAPANESE
- FRENCH
- GERMAN
- ITALIAN
- SPANISH

224

NEXT

FIG. 15A

SOUND COMPRESSION

- VOXWARE 11K MONO
- VOXWARE 22K MONO
- VOXWARE 22K STEREO

} 225

GRAPHICS COMPRESSION

- JPEG MEDIUM
- JPEG HIGH

} 226

SELECT SCENES 101_1a.S3D  227

FIG. 15B

BANDWIDTH

- 2Kbps
- 3Kbps
- 4Kbps
-
-
-

228

FILES TO STREAM

- SOUND
- ANIMATION

229

END

230

FIG. 15C

Fig. 16A

Name	Location	Type	Version	Compressed Size	Size	Offset
Super.S3D	1	7	1	150K	200K	450K
Scene101.S3D	1	7	1	20K	30K	670K

Fig. 16B

Name	Location	Type	Version	Size	Stream Number	Stream File Index
Scene101.S3D_STREAM	5	7	1	100K	0	0
Hello.WAV	5	2	1	300K	1	0

Fig. 16C

Name	Location	Type	Version	Size	Start Time	Extra Size	Extra Pos
Scene101.dat	7	12	1	350K	-10	50K	800K

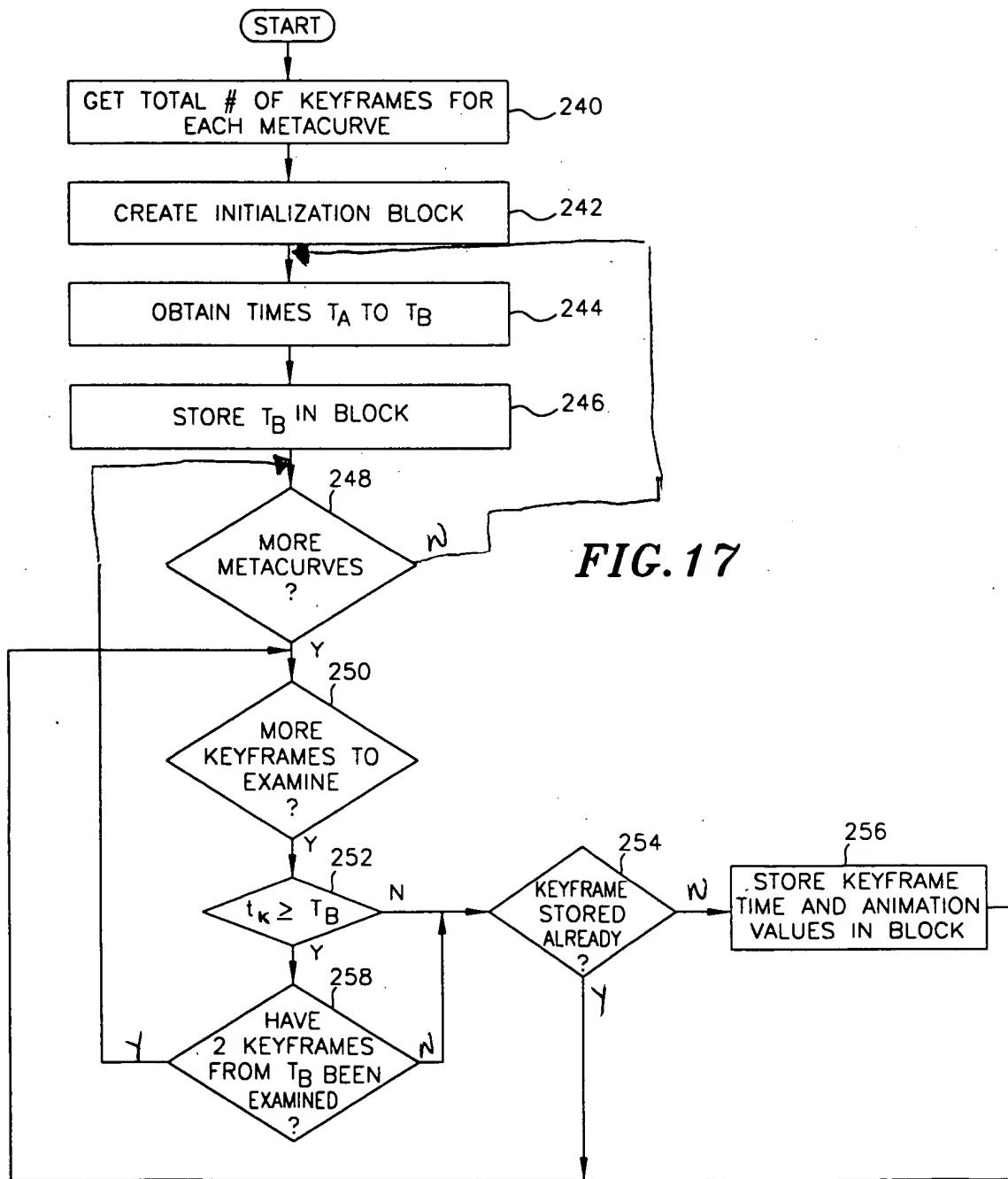


FIG. 17

FIG. 18

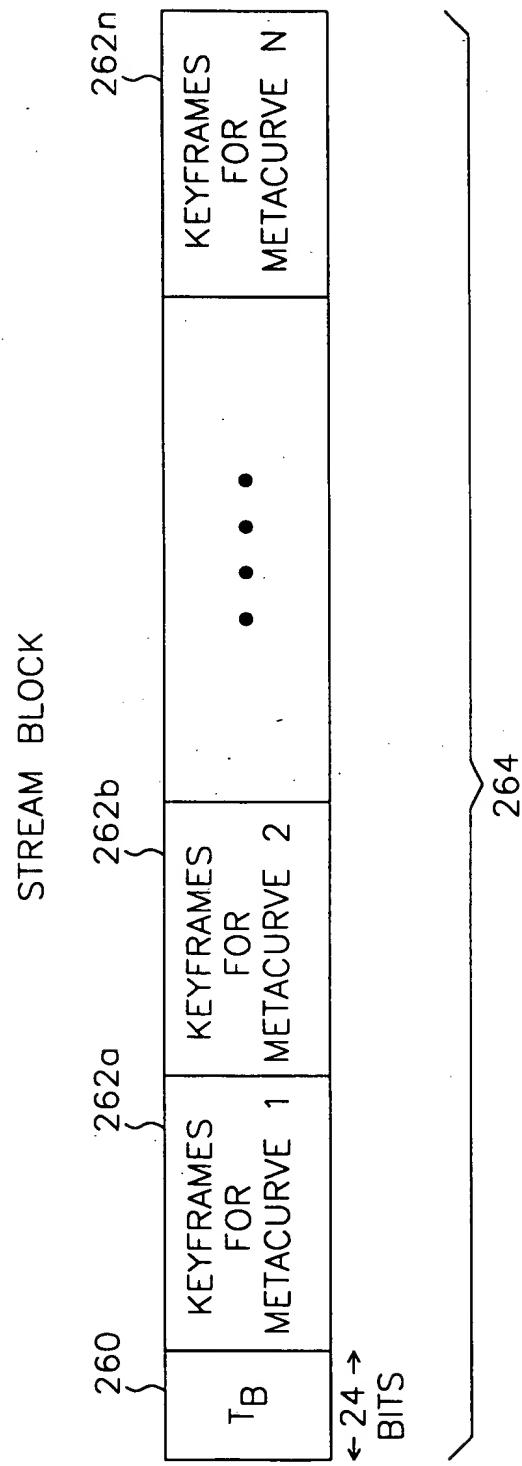
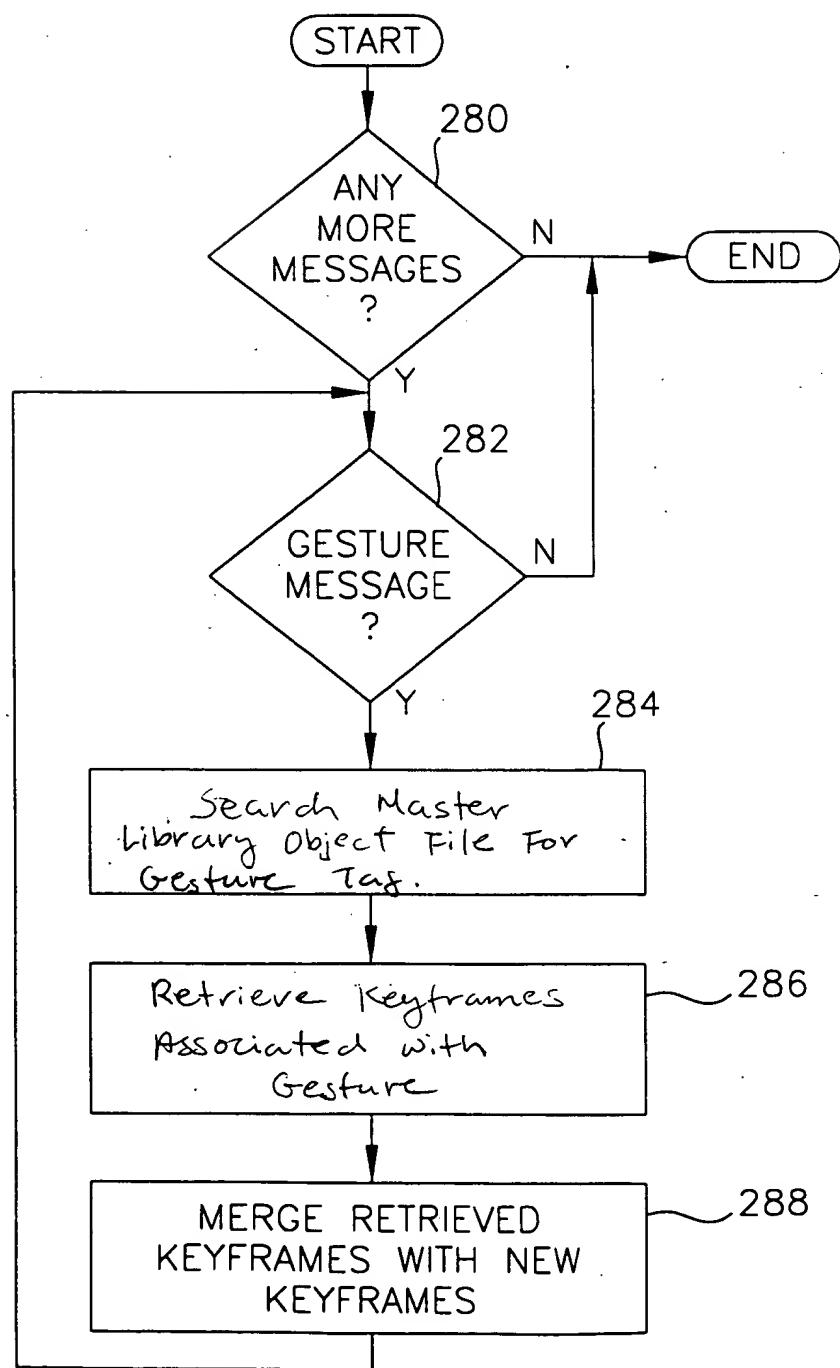


FIG. 19



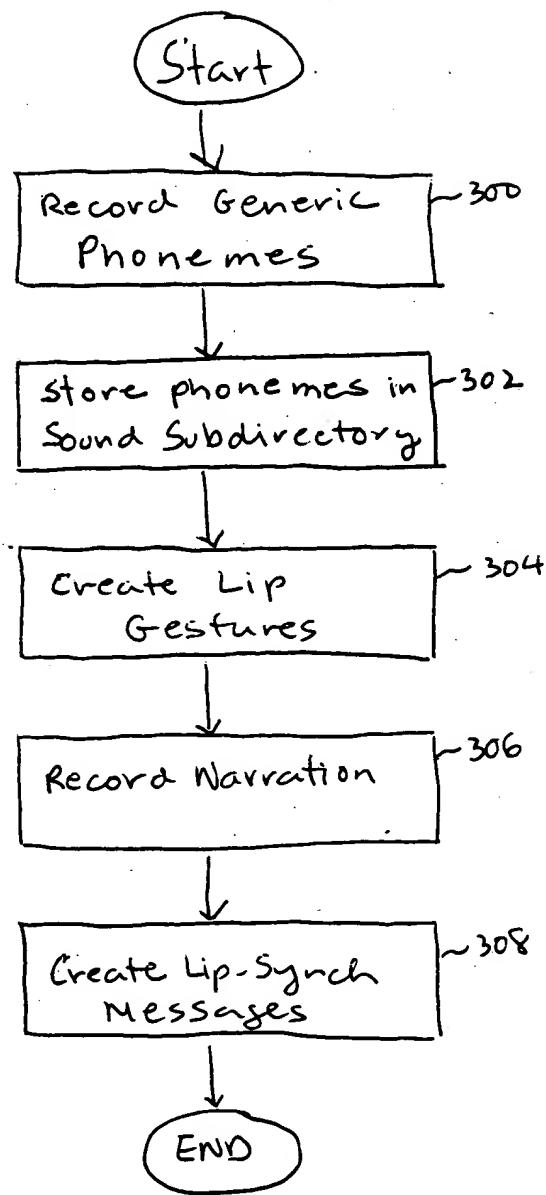


Fig. 20